



TODD McFARLANE STORY

JONBOY SZYMON KUDRANSKI ART

LAURA MARTIN FCO PLASCENSCIA COLOR

TOM ORZECHOWSKI LETTERING

JONBOY COVER ART

TODD McFARLANE EDITOR / ART ASSISTS

Publishing Coordinator SHANNON BAILEY

Art Director BEN TIMMRECK

Production Artist ANDY ARIAS

Publisher for Image Comics ERIC STEPHENSON

SPAWN CREATED BY TODD McFARLANE

PREVIOUSLY IN SPAWN

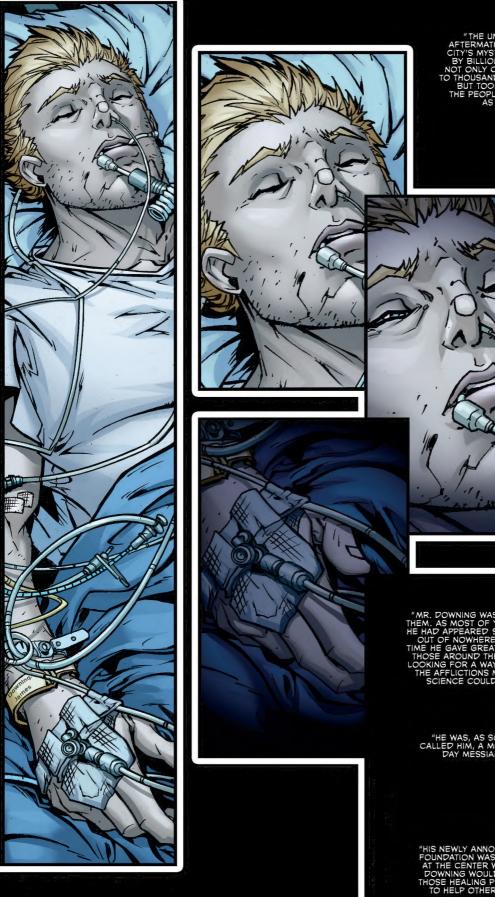
Satan's messenger is sent to Earth to bargain with Spawn. He is told to give Satan his Costume or Wanda's soul will end up lost forever. Spawn, refusing the deal, battles the demon and as a result of losing the fight, the demon is forced to return to Satan in a permanent human form.

Following the fight, AI pays his respect at Wanda's funeral. Afterwards, AI visits an extremely distraught Terry, who blames AI for Wanda's death. He asks Terry information about the day Wanda was killed and reluctantly, Terry tells him. Before he leaves, AI puts a protection on the family and erases any memory of him ever coming to visit the Fitzgerald household.









"THE UNFORTUNATE
AFTERMATH OF NEW YORK
CITY'S MYSTERIOUS ATTACK
BY BILLIONS OF INSECTS
NOT ONLY CAUSED DAMAGE
TO THOUSANDS OF BUILDINGS,
BUT TOOK ITS TOLL ON
THE PEOPLE OF THE CITY
AS WELL.*

*See issue 250 - Todd

"MR. DOWNING WAS ONE OF THEM. AS MOST OF YOU KNOW, HE HAD APPEARED SEEMINGLY OUT OF NOWHERE. FOR A TIME HE GAVE GREAT HOPE TO THOSE AROUND THE WORLD LOOKING FOR A WAY TO CURE THE AFFLICTIONS MEDICAL SCIENCE COULD NOT.

"HE WAS, AS SOME CALLED HIM, A MODERN DAY MESSIAH.

"HIS NEWLY ANNOUNCED FOUNDATION WAS TO BE AT THE CENTER WHERE DOWNING WOULD USE THOSE HEALING POWERS TO HELP OTHERS..."



"...BUT AS REPORTED LAST WEEK, HIS BODY WAS RECOVERED, ALONG WITH DOZENS OF OTHERS BY THE NATIONAL GUARD. THOUGH HE DIDN'T APPEAR TO HAVE ANY LIFE THREATENING INJURIES, HE HAD ONCE AGAIN LAPSED INTO A COMA. VIEWERS WILL RECALL THAT IT WAS ONLY A FEW MONTHS AGO THAT MR. DOWNING CAME ONTO THE PUBLIC STAGE AFTER WAKING FROM A LONG STANDING COMA. AT THAT POINT HE HAD NO KNOWN IDENTITY AND NO IDENTIFIABLE PAST. NO ONE FROM ANY GOVERNMENT OR SOCIAL AGENCY, THEN OR SINCE, COULD TELL US WHERE HE CAME FROM.

WITH THIS NEW DEVELOPMENT, WE MAY NEVER HAVE ANY ANSWERS AS TO WHO HE REALLY IS AND WHERE THOSE POWERS CAME FROM. POCTORS CAN ONLY SAY THAT THERE IS NO WAY OF KNOWING WHEN HE WILL AWAKEN ONCE MORE."



"THE SADDEST PART OF THIS SITUATION IS THE DISAPPOINTMENT FELT BY COUNTLESS DESPERATE PEOPLE THE WORLD OVER. MR. DOWNING HAD GIVEN HOPE TO THOSE WHO HAD BEEN PRAYING THAT THEY, OR THEIR LOVED ONES, WOULD SOMEHOW BE 'SAVED' BY HIS HEALING ABILITIES. CONSTRUCTION HAS STOPPED ON THE FACILITY THAT WAS TO HOUSE HIS NEW FOUNDATION. BILLIONAIRE INDUSTRIALIST MATTHEW RAMUS, WHO WAS FUNDINING THE ENDEAVOR, SAID HE WILL DO EVERYTHING HE CAN TO FIND HELP FOR THOSE MOST IN NEED, AT THE SAME TIME, HE PROMISED TO GET MR. DOWNING THE BEST DOCTORS MONEY CAN BUY.

CRITICS ARE SUGGESTING ALL OF THIS MAY HAVE JUST BEEN A CLEVER PLOY BY MR. RAMUS TO LIFT PUBLIC OPINON TOWARD HIS COMPANY'S BRANDS. SOME WALL STREET INSIDERS ARE SUGGESTING THAT HE MAY HAVE BEEN USING DOWNING AS A SMOKESCREEN WHILE SEVERAL OF HIS GLOBAL HOLDINGS FACE LEGAL BATTLES OVER THEIR ENVIRONMENTAL LAPSES."



"LOOK ... I GET IT! HONESTLY, I DO.

YOU'RE PUPPETS. ALWAYS HAVE BEEN, ALWAYS WILL BE. YOU DON'T REALLY CARE THAT IT WAS NEVER DEFINITELY PROVED THAT MR. POWNING COULD ACTUALLY DO HIS 'HEALING THING' WHENEVER HE WANTED. ALL YOU SUCKERS JUST TOOK HIS WORD FOR IT! YOU'RE PATHETIC!

HE WAS A CON MAN. A SNAKE OIL SALESMAN. AND INSTEAD OF US QUESTIONING THE VIABILITY OF WHAT HE COULD OR COULDN'T DO... WE MADE HIM A MEDIA DARLING, A SEX SYMBOL. HELL, YOU EVEN STARTED A WEBSITE CALLING HIM THE "SECOND COMING." THAT'S HOW DESPERATE AND BROKEN OUR COUNTRY HAS BECOME! THAT WE PUT ALL OUR FAITH INTO A MAN WHO COULDN'T EVEN TELL US WHO HE WAS! SO, SEND ME YOUR NASTY EMAILS IF YOU WANT, BUT I'M GLAD HE'S IN A COMA! I GUESY YOU'RE ALL GOING TO HAVE TO FIND ANOTHER FRAUD TO GIVE MEANING TO YOUR RIPICULOUS LIVES!"



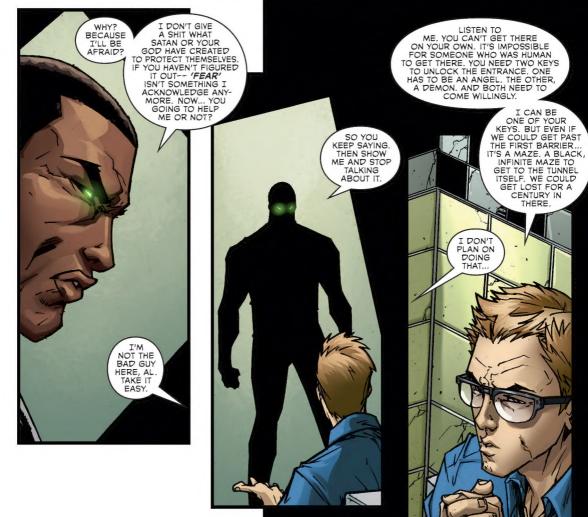










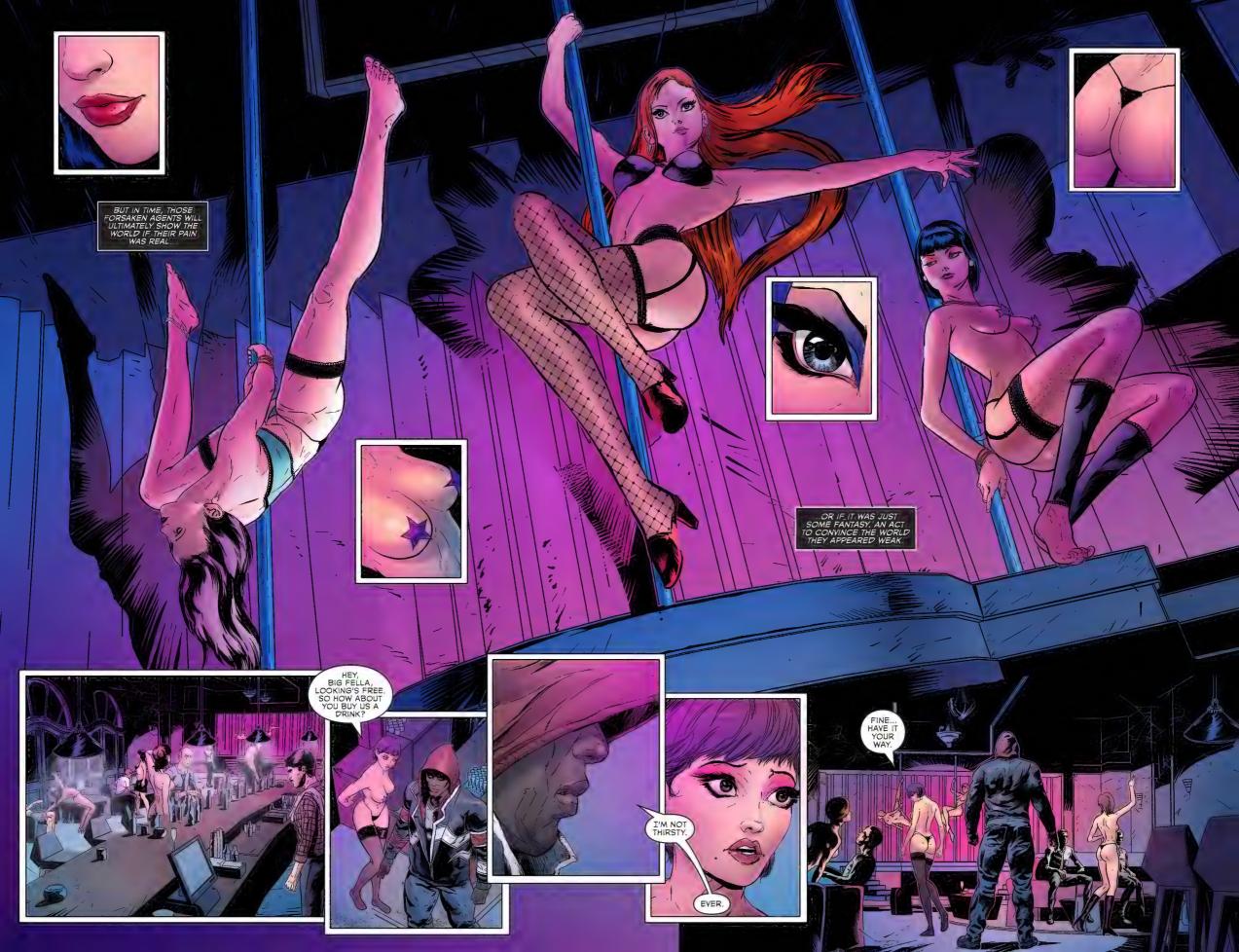
















OH, YEAH? I BET THAT'S BREAKING YOUR HEART.









NEXT: into the ABYSS... 'THE TUNNEL'



SPAWN WHEREVER YOU ARE.

The ENTIRE *Spawn* comic library and *Spawn Origins Collection* Volumes 1 – 20 is now available in digital format from ComiXology, iBooks, Google Play, and imagecomics.com. Fans can immerse themselves with 23 years and 250+ issues of *Spawn* with the simple swipe of a fingertip. *Spawn* is one of the world's best-selling and longest-running independent monthly comic books, know for it's hyper-detailed art from its creator, **Todd McFarlane**. Now you can read the entire series wherever you are.

ALL ISSUES AVAILABLE NOW DIGITALLY



SPAWNING GROUND

Hello all,

After a quiet few months, we are picking up in McFarlane news again. First of all, Todd attended a GameStop Convention in Vegas a few weeks back to show the retailers and fans all of the cool new HBO's Game of Thrones and AMC's The Walking Dead construction sets we have coming out in the fall.

Finally, we have launched our NEW McFarlane website! There is all kinds of information about products, projects and of course, the SPAWN comic! Some of the highlights of the website include: a where to buy feature for all toys and comics, a wish list and 'my collection' creator. The best part (I think) is Todd's blog! Check it out at mcfarlane.com.

Next month, Todd will be attending New York Comic Con with McFarlane Toys. His schedule is jammed packed showing off awesome toys, hosting free autograph sessions and even speaking in a panel or two. Information about his schedule will be posted on McFarlane.com and his blog (*ToddFather Talk*) when it becomes available.

For this week's Spawning Ground, we wanted to spotlight someone who has been with *Spawn* and Todd since the beginning. There are not many people who can say they've been on a book from issue #1, let alone be on a series for 256 issues! Tom Orzechowski has lettered a whole lot of comics for a great range of publishers over a good many years. He did his first logo, for a zine, at age 14, and began lettering for Marvel five years later. His influences include '60s comics, '40s sheet music and '20's sign painting. Projects include *Spawn*, of which he lettered #1 and has worked on every issue since; seventeen years on *Uncanny X-Men; Manara Library, Scooby-Doo; Ghost in the Shell;* and many others.

Enjoy! Shannon Bailey Publishing Coordinator

1. How did you first come to work with Todd?

Marvel had a creator-owned line of comics, called Epic, in the 1980s. Todd's first published work was there, on a few stories in Steve Englehart's comic Covote, which I was lettering. That was in 1985. Todd then worked for DC for a year or so, which is when he and I first met face-to-face at the San Diego Comic-Con. I believe he got his first Marvel script within a few days of getting home from that con, and that led guickly to Hulk and then Spider-Man. Meanwhile, I was lettering most of the X-Men related books. We had different editors, and so none of his Marvel books came my way.

2. What has made you want to work with Todd for all of these years?

Todd is never boring. I was among the first two or three people he called when he was developing *Spawn*, and that was really flattering. I'd quit *X-Men* a few months earlier, and was in the market for something new that I could get my hooks into. Out of nowhere came he called with the offer to work on something intense, where I could really cut loose. Was I interested? Heck yeah, let's talk business. That was 23 years ago. The book is still intense. I'm staying put.

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3. How has the industry changed since you first started and what has changed most?

My start at Marvel was in 1973.

Comics were 20¢ and you could buy them at drug stores, corner stores, pretty much everywhere. Everyone saw comics all the time and so there were comics for everyone.

Romance. Humor. Kid comics. When the comic shops became widespread, superheroes and suspense books were pretty much all you'd see. Image Comics started just as tastes were pushing out again. There are a lot of people reading the books now who've never read a costume hero comic.

4. What do you find most challenging about being a letterer?

The biggest impact on me personally has been the shift away from pen and ink. Digital media can save a lot of time, but it's not as personable. The challenge is to get the crazy spontaneity into the fonts.

5. What do you love about being a letterer?

It's very satisfying to take the script bits, the balloons, captions and sound effects, and make them match the flow of the artwork. You can't just place those things into the corners of the panels to get them out of the way. Comics today aren't drawn with the tops of the panels left blank to hold the dialogue. So, it's a

matter of complimenting the script and artwork equally. You want a seamless outcome. If the balloons are placed sensibly within the artist's compositions, they won't have the appearance of being in the way. I've done workshops on this, titled "Lettering As Cosmetic Surgery: What To Do When The Art Is In The Way Of The Script." Big fun!

6. What is your process?

The lettering is done in Adobe Illustrator. It's possible to do the job in Photoshop, InDesign or Manga Studio, but there's a lot less flexibility that way.

7. Any advice for someone looking to getting into lettering comics?

The competition is fierce. Get familiar with the best work that was done, past and present, on story titles and sound effects. Buy new fonts every so often, including a few that not everyone else is using. The font vendors have tutorials on page design, as well as on how to do clever & easy effects. They're all worth the practice time. The more time you spend learning the basics, the faster your work will go. But, I repeat: the competition is fierce, and that includes me!



NEXT ISSUE Spawn enters The Tunnel.









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BLACK MAGICK



